

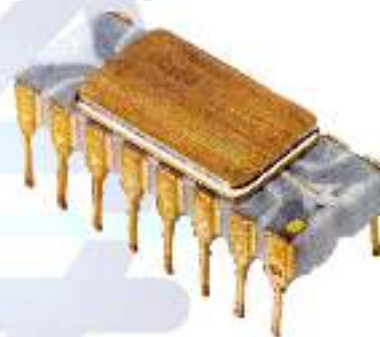
# Arduino

A brief introduction to modern micro-controllers



# Micro-Controllers

- History:
  - 1969: Four phase systems AL1.
  - 1971: Intel 4004
  - 2022: MARVELL 88MZ300 (SoC)





# Why Arduino ?

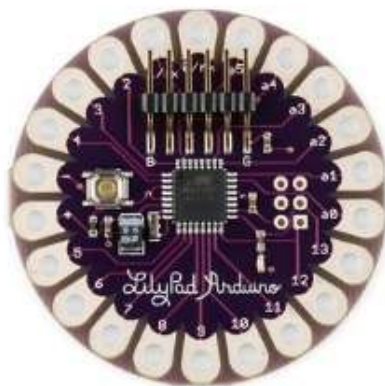
- Microcontrollers are notorious for being difficult to program
- The goal of Arduino is to create an accessible way for software developers to enter the world of microcontroller programming
- Arduino is open source, both in its software and hardware
- Unlike most microcontroller interfaces, Arduino is cross-platform, so it can be run on Windows, Linux, and macOS
- Arduino can interact with other software on the computer like Flash or even web APIs



# Types of Arduino Boards



**Arduino Nano**



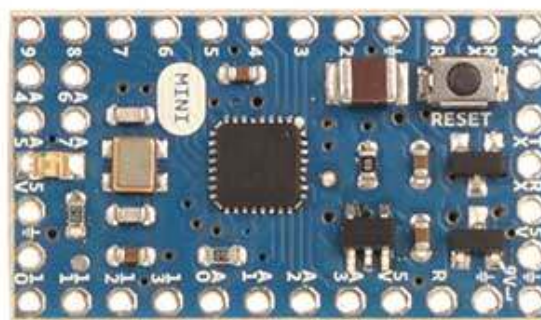
**Arduino LilyPad**



**Arduino Mega**



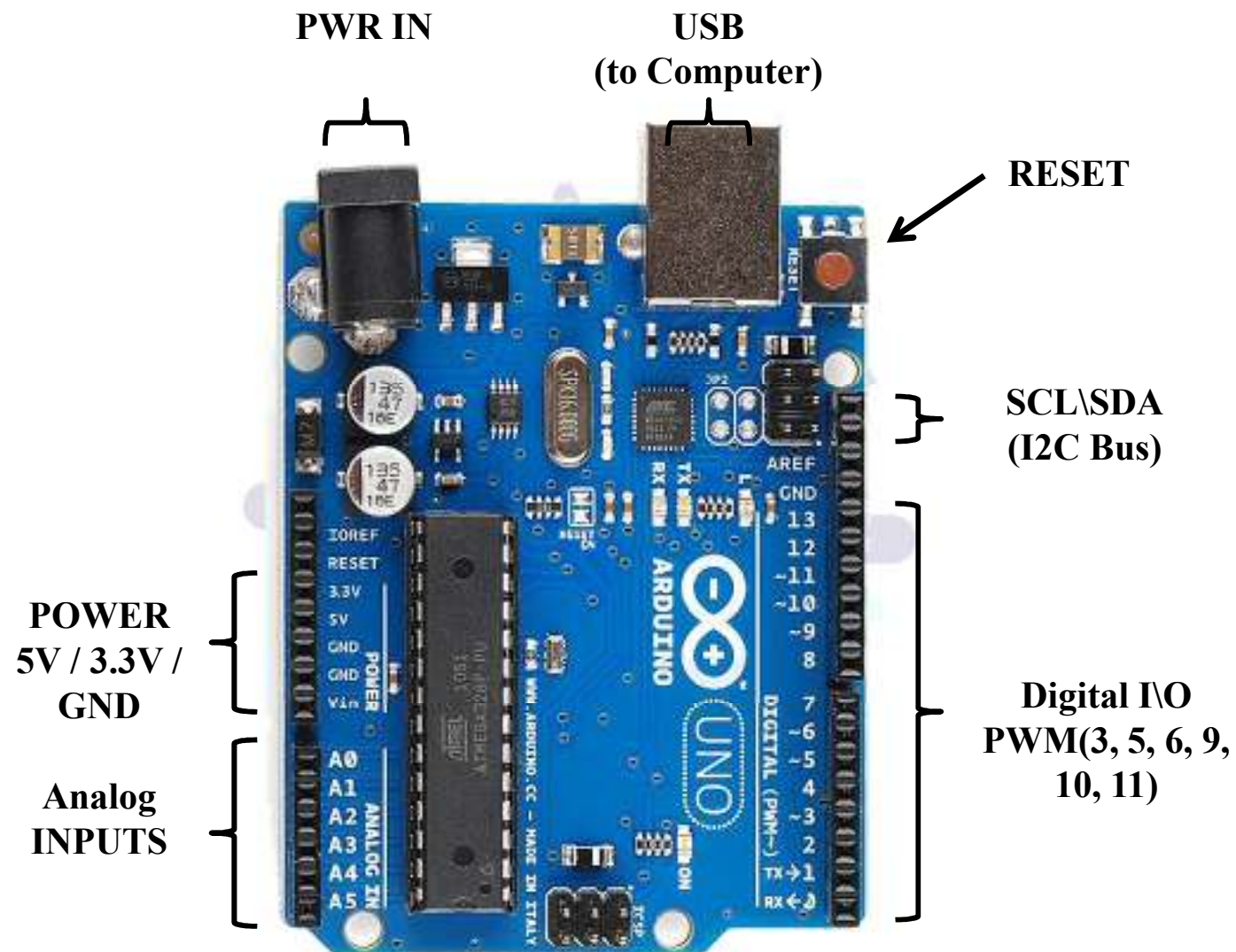
**Arduino UNO**



**Arduino Mini**



**Arduino Leonardo**

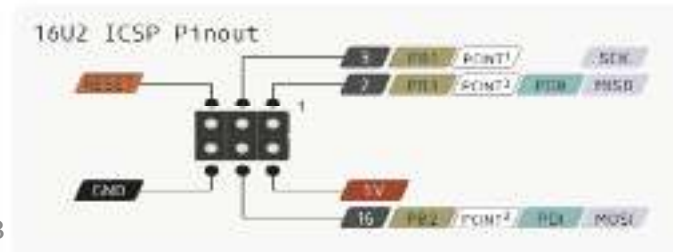
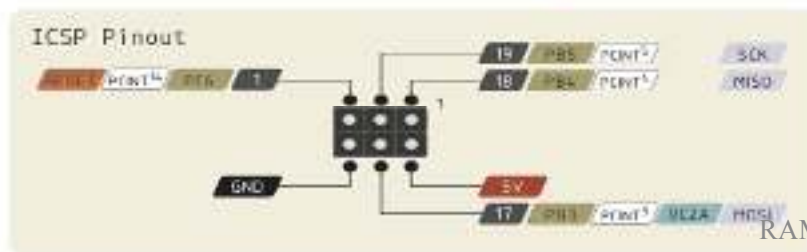
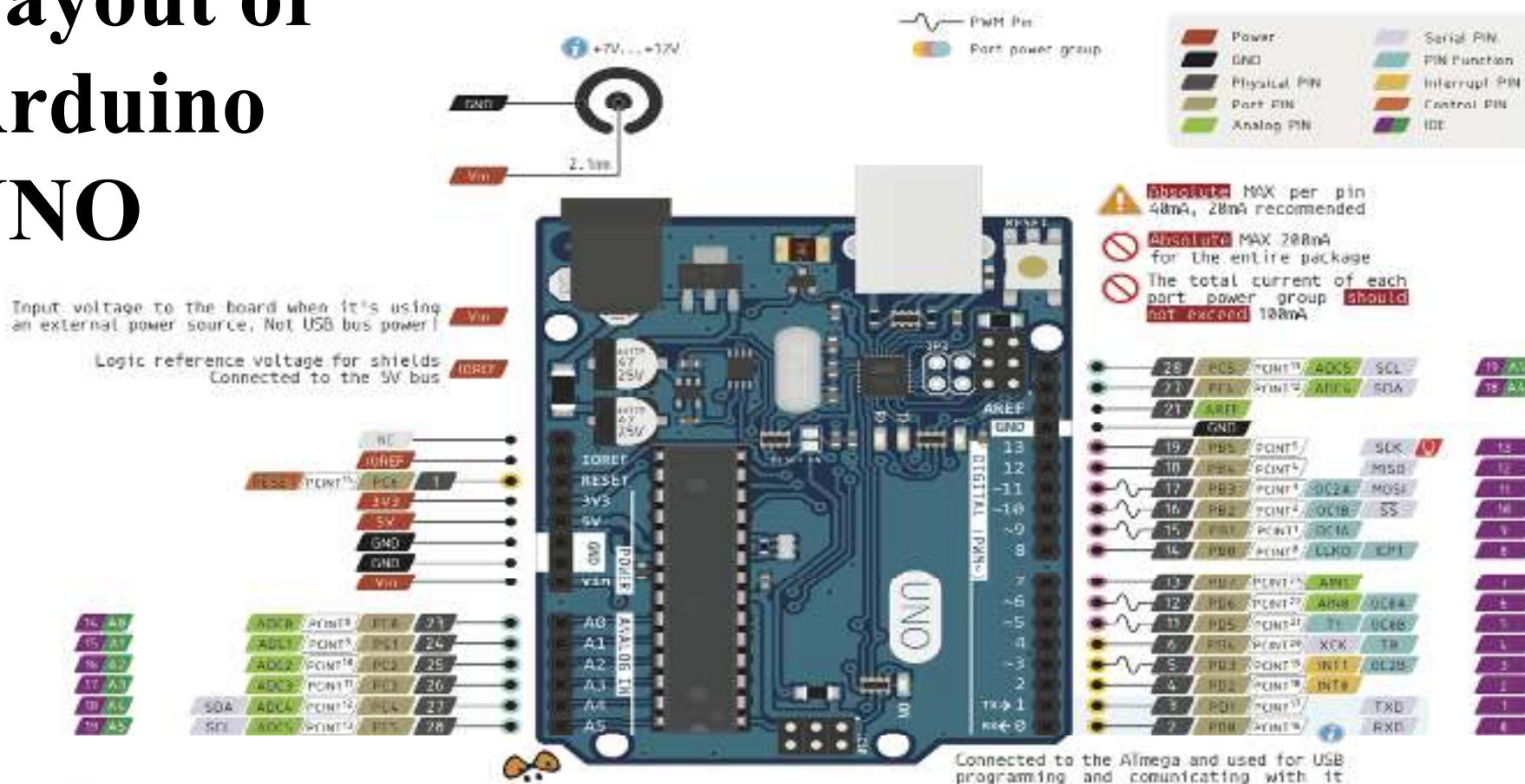


**Arduino UNO**

RAMAN LAB



# Layout of Arduino UNO











# Specifications

- Atmega328 Microcontroller:
  - 32KB Flash Memory.
  - 8 Bit Resolution.
- Tech Specs:
  - USB Connector: USB B
  - DI/DO Pins: 14
  - AI Pins: 6
  - PWM Pins: 6
  - Communications:
    - UART
    - SPI
    - I2C
  - I/O Voltage: 5V
  - Rated Supply Voltage: 7-12V
  - Clock Speed:
    - Main Processor: ATmega328P 16 MHz
    - USB Serial Processor: ATmega16U2 16 MHz
  - Memory: Atmega328p
    - 2KB SRAM, 32KB FLASH, 1KB EEPROM

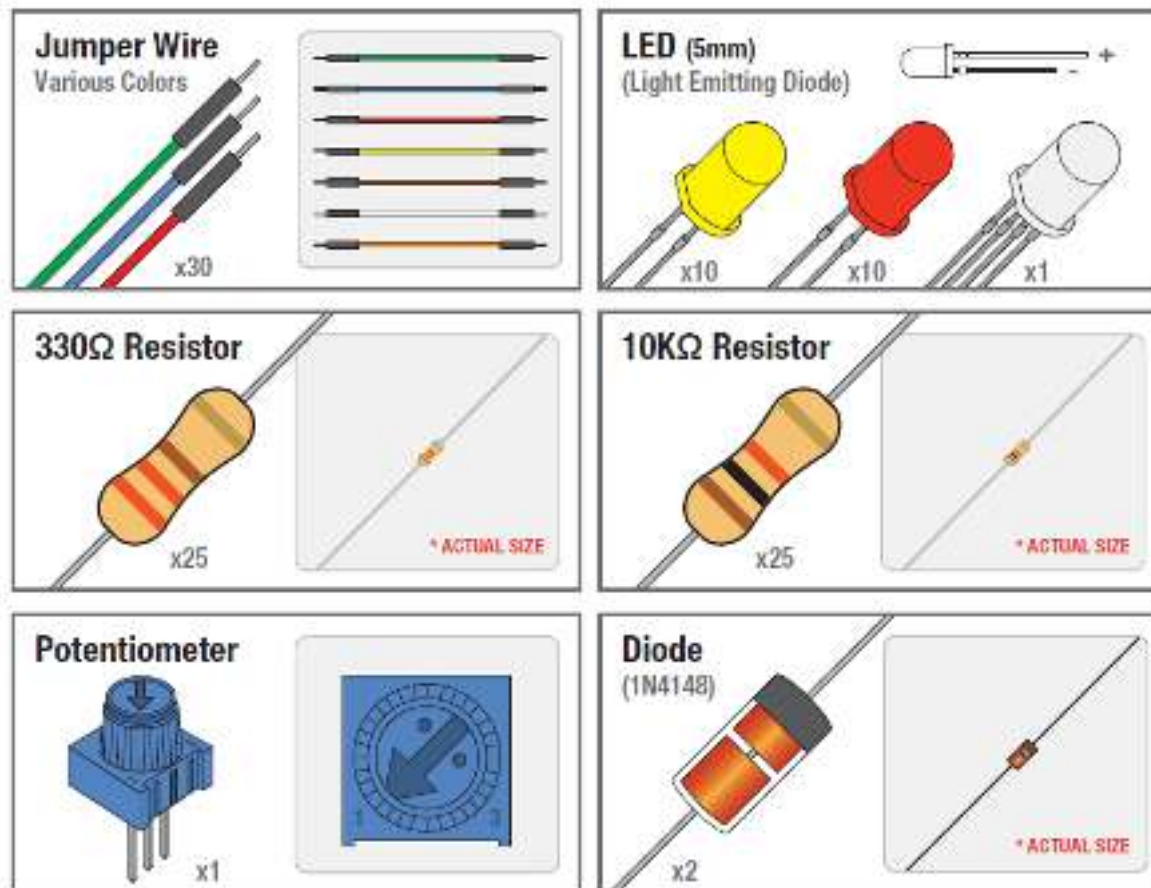
RAMAN LAB

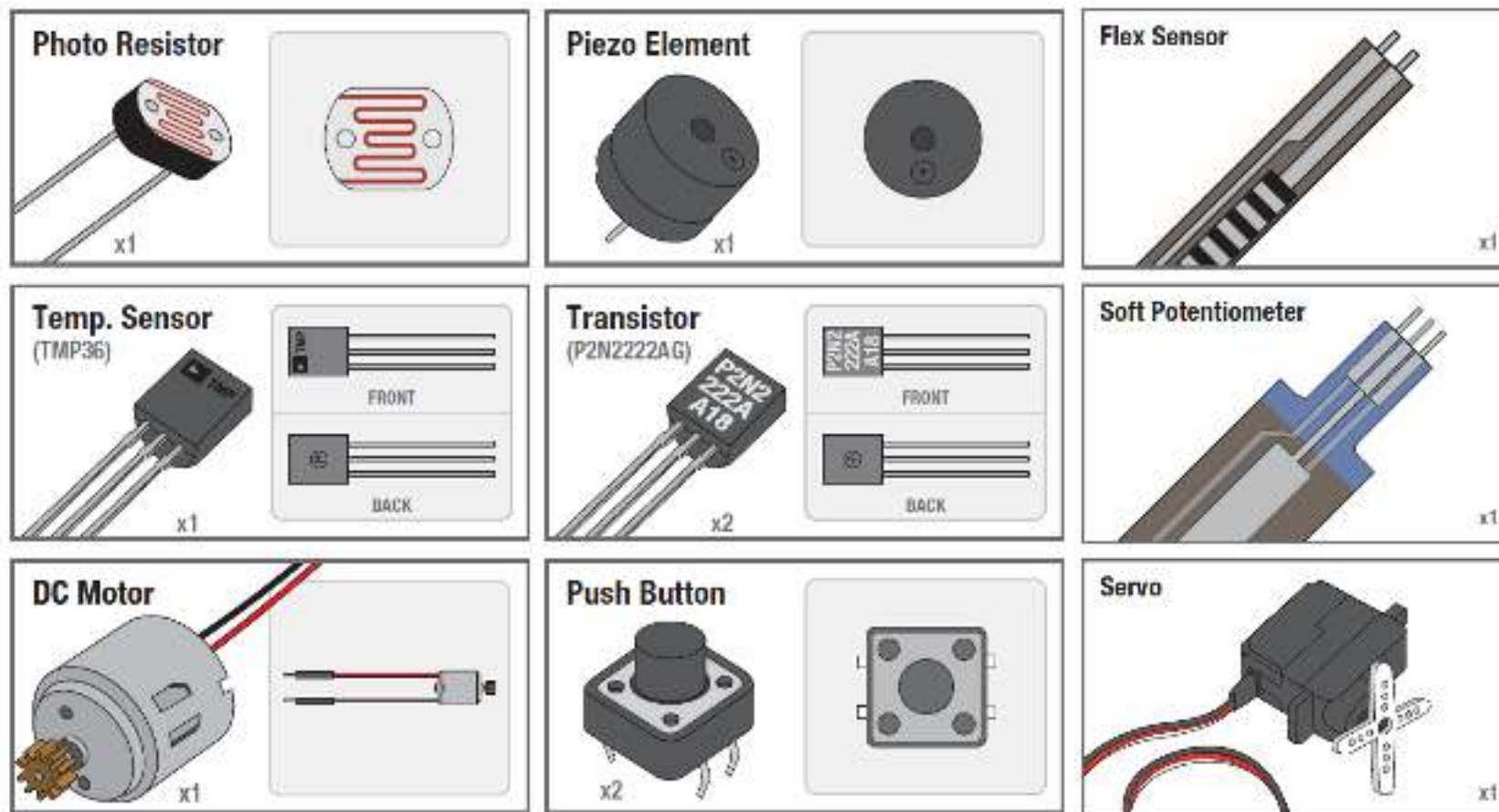


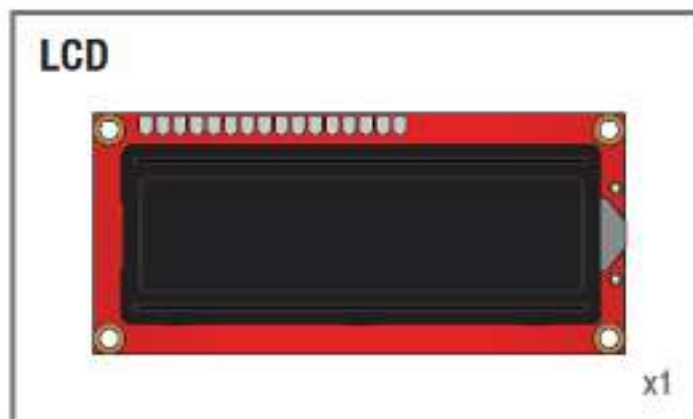
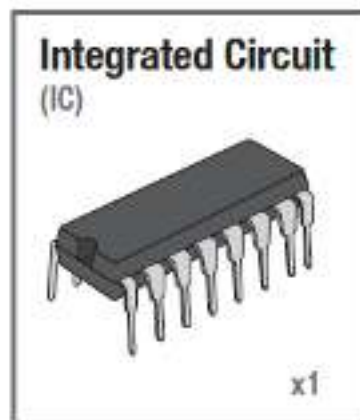
# Components

| Name               | Image   | Type                | Function                         |
|--------------------|---|---------------------|----------------------------------|
| Push Button        |    | Digital Input       | Switch - Closes or opens circuit |
| Trim potentiometer |    | Analog Input        | Variable resistor                |
| Photoresistor      |    | Analog Input        | Light Dependent Resistor (LDR)   |
| Relay              |    | Digital Output      | Switch driven by a small signal  |
| Temp Sensor        |    | Analog Input        | Temp Dependent Resistor          |
| Flex Sensor        |  | Analog Input        | Variable resistor                |
| Soft Trimpot       |  | Analog Input        | Variable resistor                |
| RGB LED            |  | Dig & Analog Output | 16,777,216 different colors      |



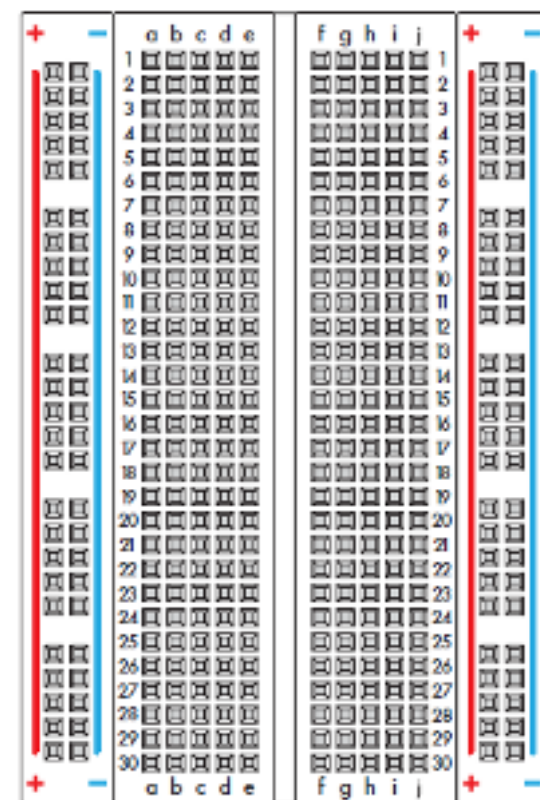






## Breadboard

Standard Solderless (Color may vary)



x1



# DownLoad Arduino IDE

(Integrated Development Environment)

[arduino.cc/en/main/software](https://arduino.cc/en/main/software)

1

## Download

Click on the "+" sign next to your appropriate computer operating system.

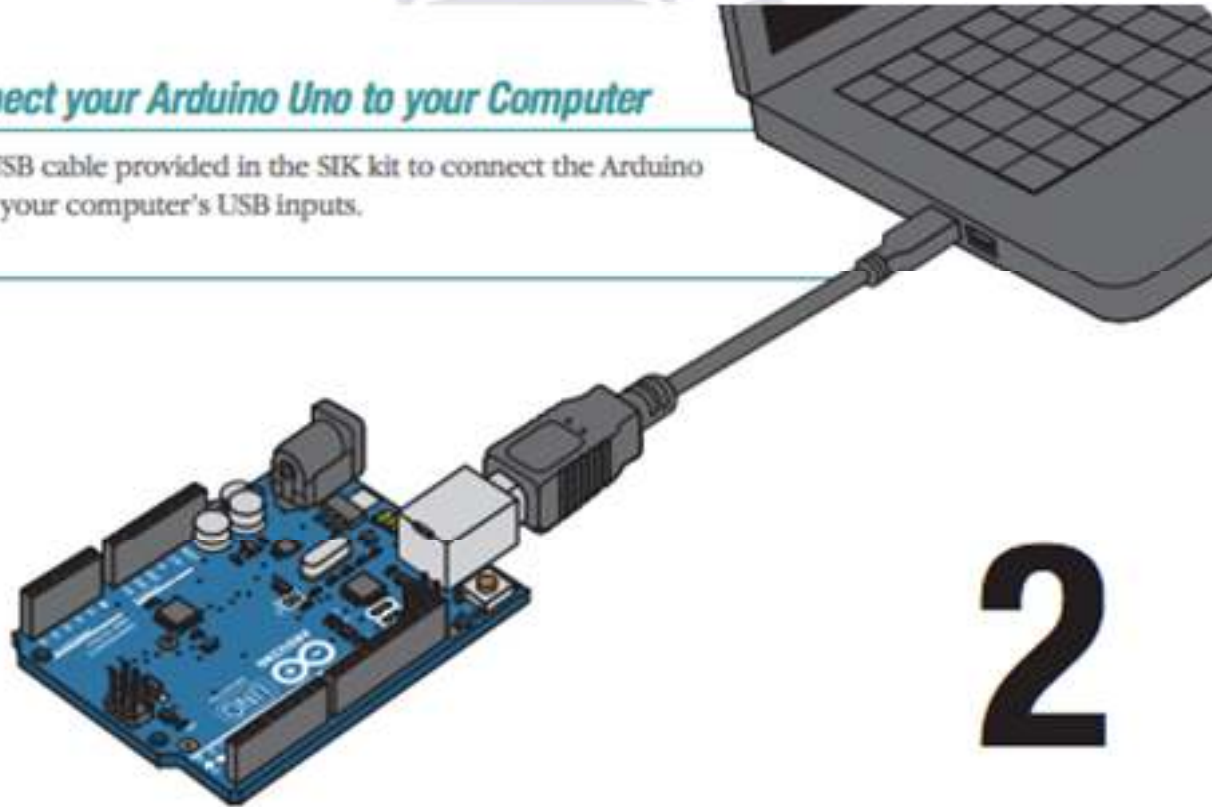
- + Windows
- + Mac OS X
- + Linux: 32 bit, 64 bit
- + source



# Connect Arduino to your Computer

## // Connect your Arduino Uno to your Computer

Use the USB cable provided in the SIK kit to connect the Arduino to one of your computer's USB inputs.



# Install Arduino Drivers

## 3

### // Install Drivers

Depending on your computer's operating system, you will need to follow specific instructions. Please consult the URLs below for specific instructions on how to install the drivers onto your Arduino Uno.

\* You will need to scroll to the section labeled "Install the drivers".



#### **Windows Installation Process**

Go to the web address below to access the instructions for installations on a Windows-based computer.

<http://arduino.cc/en/Guide/Windows>



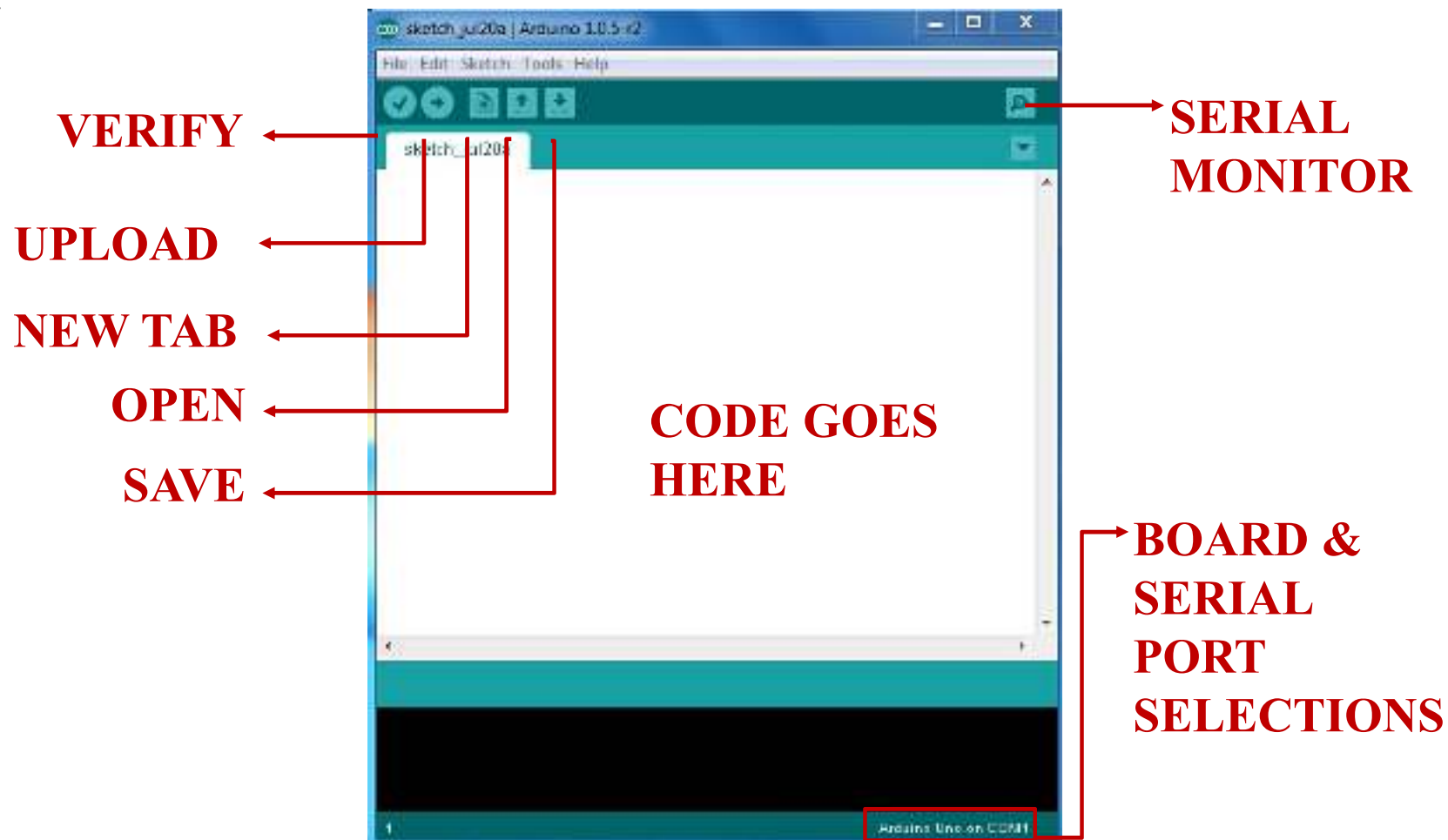
#### **Macintosh OS X Installation Process**

Macs do not require you to install drivers. Enter the following URL if you have questions. Otherwise proceed to next page.

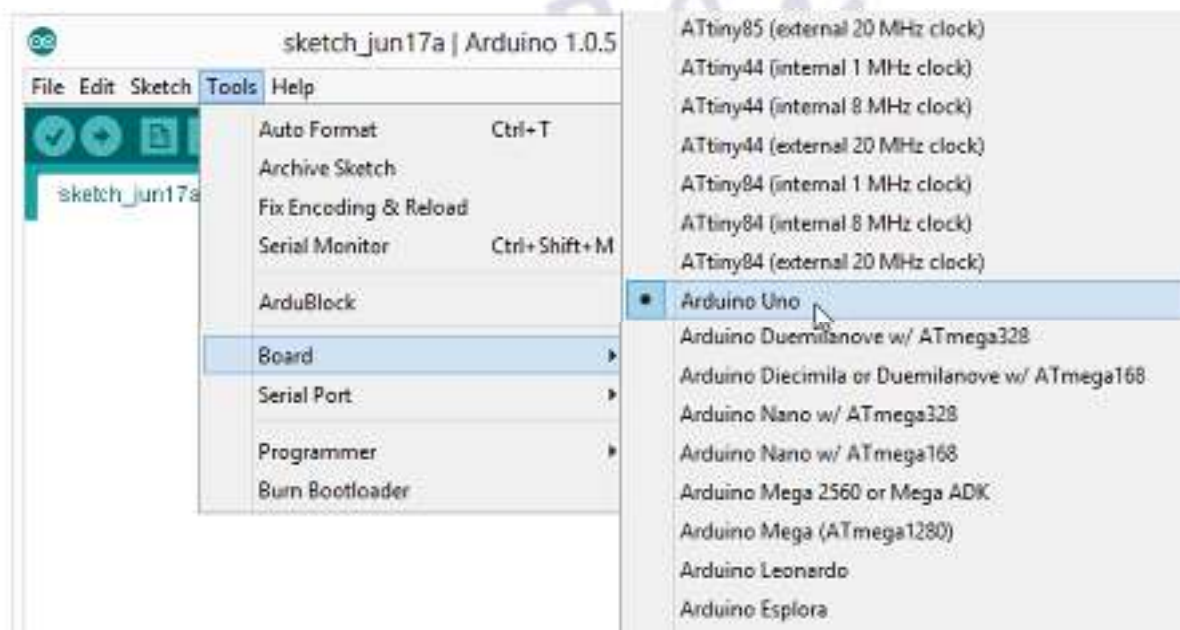
<http://arduino.cc/en/Guide/MacOSX>



# Open Arduino IDE

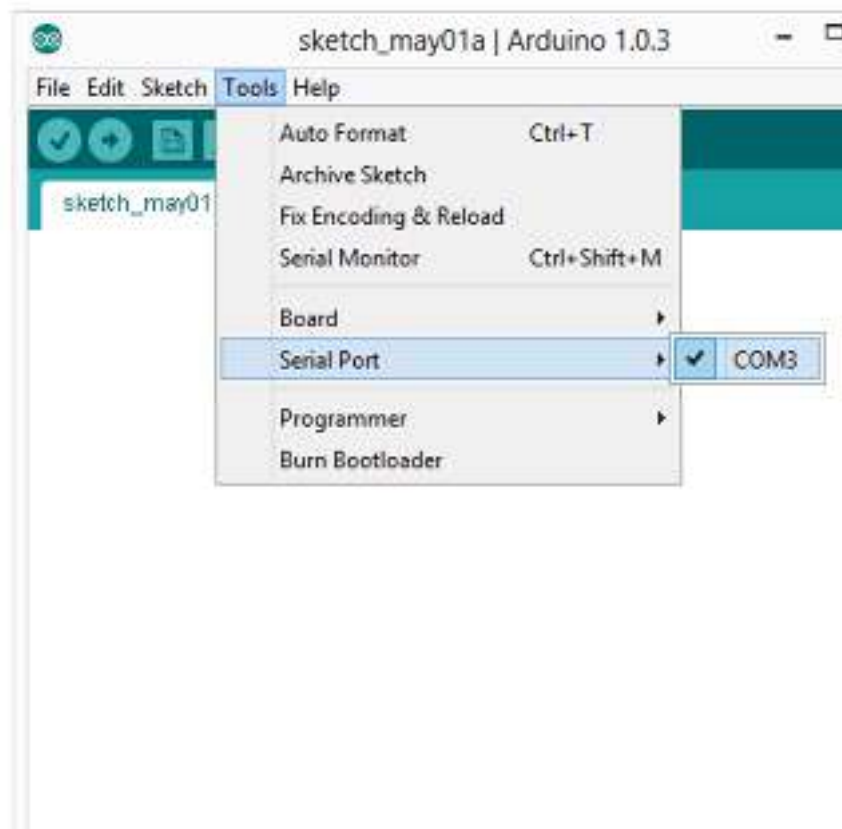


# Settings: Tools → Board



- Next, double-check that the proper board is selected under the Tools→Board menu.

# Settings: Tools → Serial Port



- Your computer communicates to the Arduino microcontroller via a serial port → through a USB-Serial adapter.
- Check to make sure that the drivers are properly installed.





# Basic Coding Notebook

A screenshot of the Arduino IDE interface. The title bar reads "sketch\_oct23b | Arduino 1.8.5". The menu bar includes "File", "Edit", "Sketch", "Tools", and "Help". Below the menu bar is a toolbar with icons for checking, running, uploading, and downloading. A tab labeled "sketch\_oct23b" is active. The main text area contains the following code:

```
void setup() {  
  // put your setup code here, to run once:  
  
}  
  
void loop() {  
  // put your main code here, to run repeatedly:  
  
}
```

At the bottom of the IDE, there is a black area for "error & status messages" and a status bar at the very bottom that says "RAMAN LAB" on the left and "Arduino/Genuino Uno on COM4" on the right.



# Data Types:

| Type          | Sign     | Bytes | Bits | Range          |               | Other Info.                 |
|---------------|----------|-------|------|----------------|---------------|-----------------------------|
|               |          |       |      | Min            | Max           |                             |
| char          | signed   | 1     | 8    | -128           | 127           | ASCII                       |
| char          | unsigned | 1     | 8    | 0              | 255           | ASCII                       |
| byte          |          | 1     | 8    | 0              | 255           |                             |
| int(Uno+)     | signed   | 2     | 16   | -32768         | 32767         | Uno model +others           |
| short         |          | 2     | 16   | -32768         | 32767         |                             |
| int(Uno+)     | unsigned | 2     | 16   | 0              | 65535         | Uno model +others           |
| word          |          | 2     | 16   | 0              | 65535         | Same as unsigned int        |
| long          | signed   | 4     | 32   | -2147483648    | 2147483647    | Append with 'L'             |
| Long          | unsigned | 4     | 32   | 0              | 4294967295    |                             |
| float         |          | 4     | 32   | -3.4028235E+38 | 3.4028235E+38 | 6-7 dec digits of precision |
| double (Uno+) |          | 4     | 32   | -3.4028235E+38 | 3.4028235E+38 | Same as float               |

# Commonly used operators:

|                |   |                          |    |
|----------------|---|--------------------------|----|
| • Sum:         | + | • AND:                   | && |
| • Product:     | * | • OR:                    |    |
| • Division:    | / | • NOT:                   | !  |
| • Subtraction: | - | • Equal to:              | == |
| • Modulo:      | % | • Greater than:          | >  |
| • Exponent:    | ^ | • Less than:             | <  |
|                |   | • Greater than equal to: | >= |
|                |   | • Less than equal to:    | <= |
|                |   | • Not Equal to:          | != |

# Basic Coding

## ■ *setup()* function

- Called when a sketch starts.
- To initialize variables, pin modes, start using libraries, etc.
- Will only run once, after each power-up or reset of the Arduino board.

## ■ *loop()* function

- Loops consecutively.
- Code in the loop() section of the sketch is used to actively control the Arduino board.

## ■ *Commenting*

- Any line that starts with two slashes (//) will not be read by the compiler, so you can write anything you want after it.



### ■ *pinMode()*

- Instruction used to set the mode (INPUT or OUTPUT) in which we are going to use a pin.
- E.g.: **pinMode (13, OUTPUT);**
- i.e. setting pin13 as output.

### ■ *digitalWrite()*

- Write a HIGH or a LOW value to a digital pin.
- E.g.: **digitalWrite (11, HIGH);**
- i.e. setting pin 11 to high.

### ■ *digitalRead()*

- Reads the value from a specified digital pin, either HIGH or LOW
- E.g.: `int inPin=7;`  
`val = digitalRead(inPin);`
- ie. reads the value from inPin and assigns it to val.

### ■ *delay()*

- Pauses the program for the amount of time (in milliseconds) specified as parameter.
- E.g.: `delay(1000);`
- ie. waits for a second (1000 ms = 1 s)

# Setup

The setup section is used for assigning input and outputs (Examples: motors, LED's, sensors etc) to ports on the Arduino  
To do this we use the command "pinMode"

```
void setup() {
```

```
  pinMode(9, OUTPUT);
```

```
}
```

port #

Input or Output



# Loop

```
void loop() {
```

```
digitalWrite(9, HIGH);
```

```
delay(1000);
```

```
digitalWrite(9, LOW);
```

```
delay(1000);
```

```
}
```

Port # from setup

Turn the LED on  
or off

Wait for 1 second  
or 1000 milliseconds



```
void setup() {  
    pinMode(LED_BUILTIN, OUTPUT);  
}  
  
// the loop function runs over and over again forever  
void loop() {  
    digitalWrite(LED_BUILTIN, HIGH); // turn the LED on (HIGH is the positive voltage)  
    delay(1000); // wait for a second  
    digitalWrite(LED_BUILTIN, LOW); // turn the LED off by making the voltage LOW  
    delay(1000); // wait for a second  
}
```

# TASK 1

- Using 3 LED's (red, yellow and green) build a traffic light that
  - Illuminates the green LED for 5 seconds
  - Illuminates the yellow LED for 2 seconds
  - Illuminates the red LED for 5 seconds
  - repeats the sequence
- Note that after each illumination period the LED is turned off!

# TASK 2

- Modify Task 1 to have an advanced green (blinking green LED) for 3 seconds before illuminating the green LED for 5 seconds

# Control Structure & Loop

If conditioning:

```
if(condition)
{
Statement-1
....
Statement-N
}
else if(condition)
{
Statement
}
else {Statement}
```

Switch case:

```
switch(var)
{
Case 1:
// do something when var equal to
1
break;
```

```
Case 2:
// do something when var equal to
2
break;
```

```
default:
//if nothing else matches, do the
default
//default is optional
}
```

```
while(expression)
{ Block of statements; }
```

```
do { Block of statements; }
while (expression);
```

```
for ( initialize; control; increment or decrement)
{ // statement block }
```

# Practical Hands On

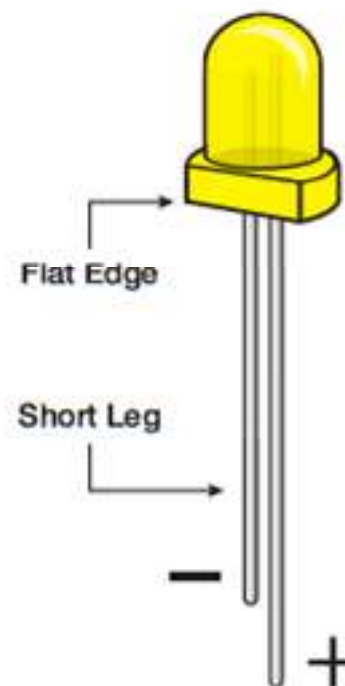


# Circuit #1: Blinking an LED

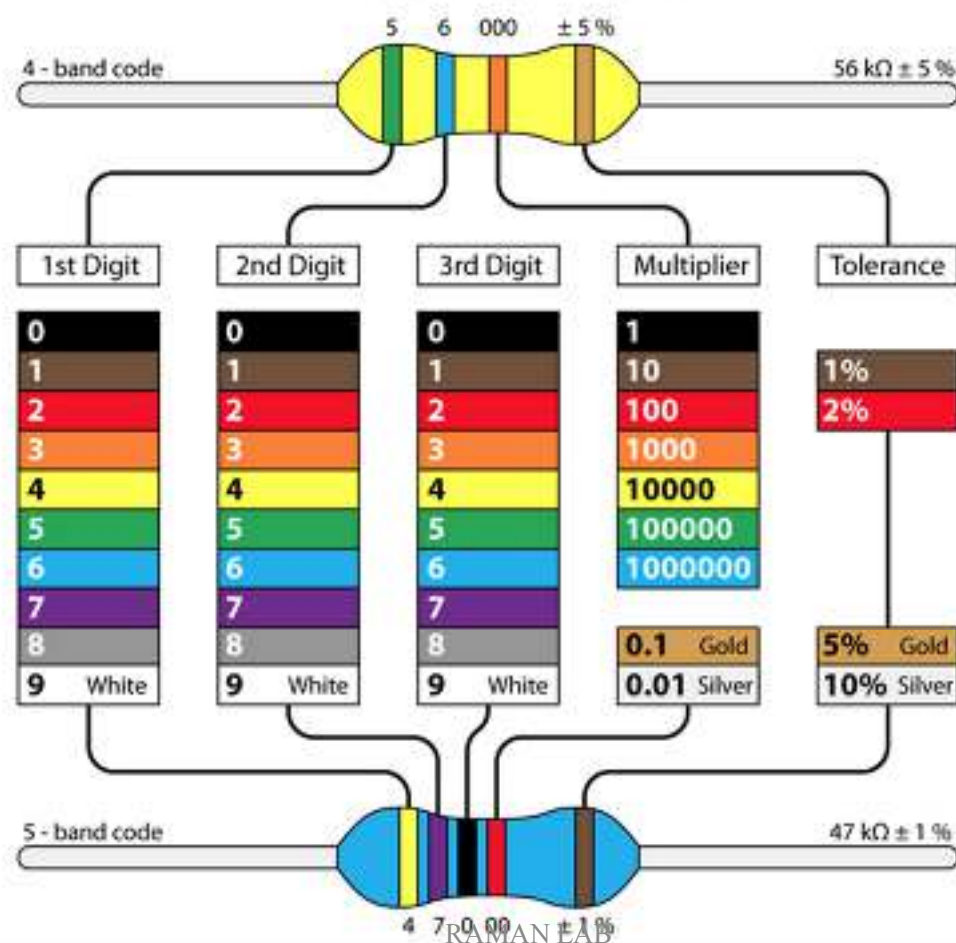
LEDs (light emitting diodes) are small, powerful lights used in many different applications.



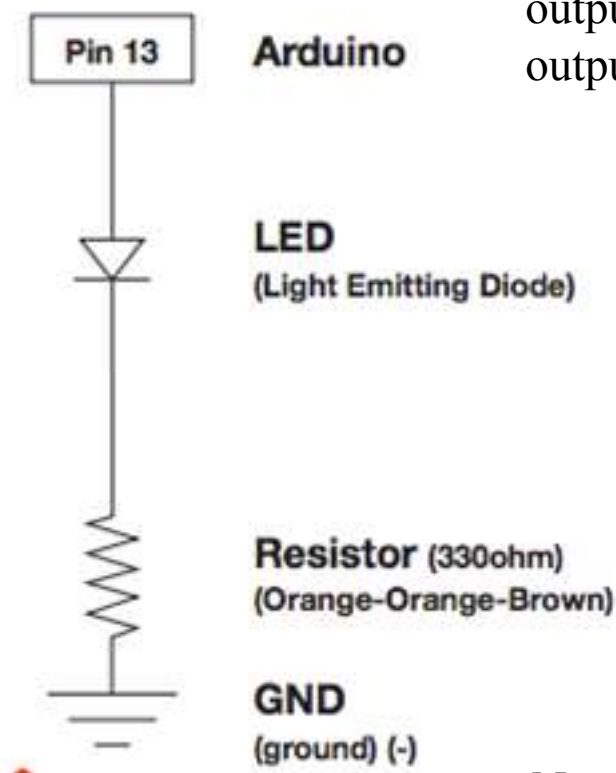
**LED:** Make sure the short leg, marked with flat side, goes into the negative position (-).



# Resistor Color Code



# Circuit Schematic



Pin 13 is a digital pin and can be used as an output or an input. Here we will use it to output power to the LED.

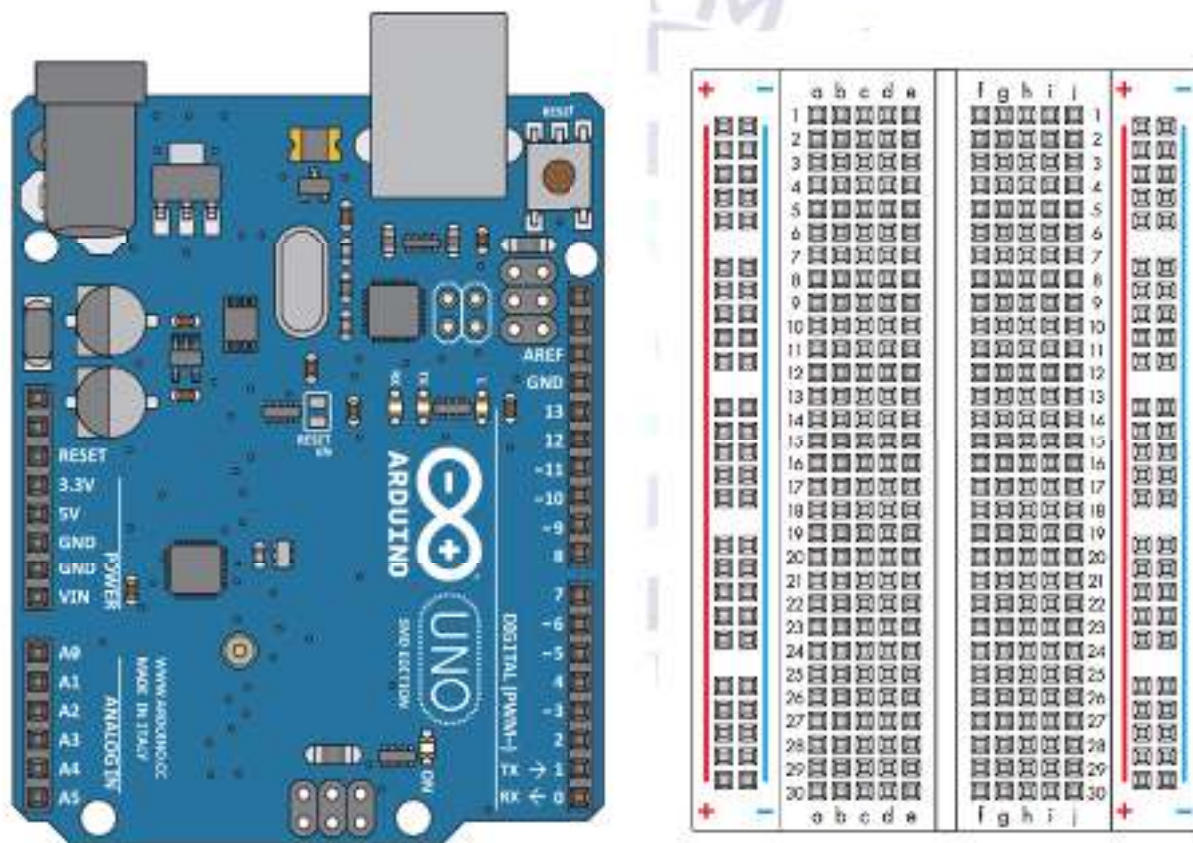
Pin 13 will be connected to the positive lead on the LED.

The negative lead on the LED will be connected to one leg of the resistor.

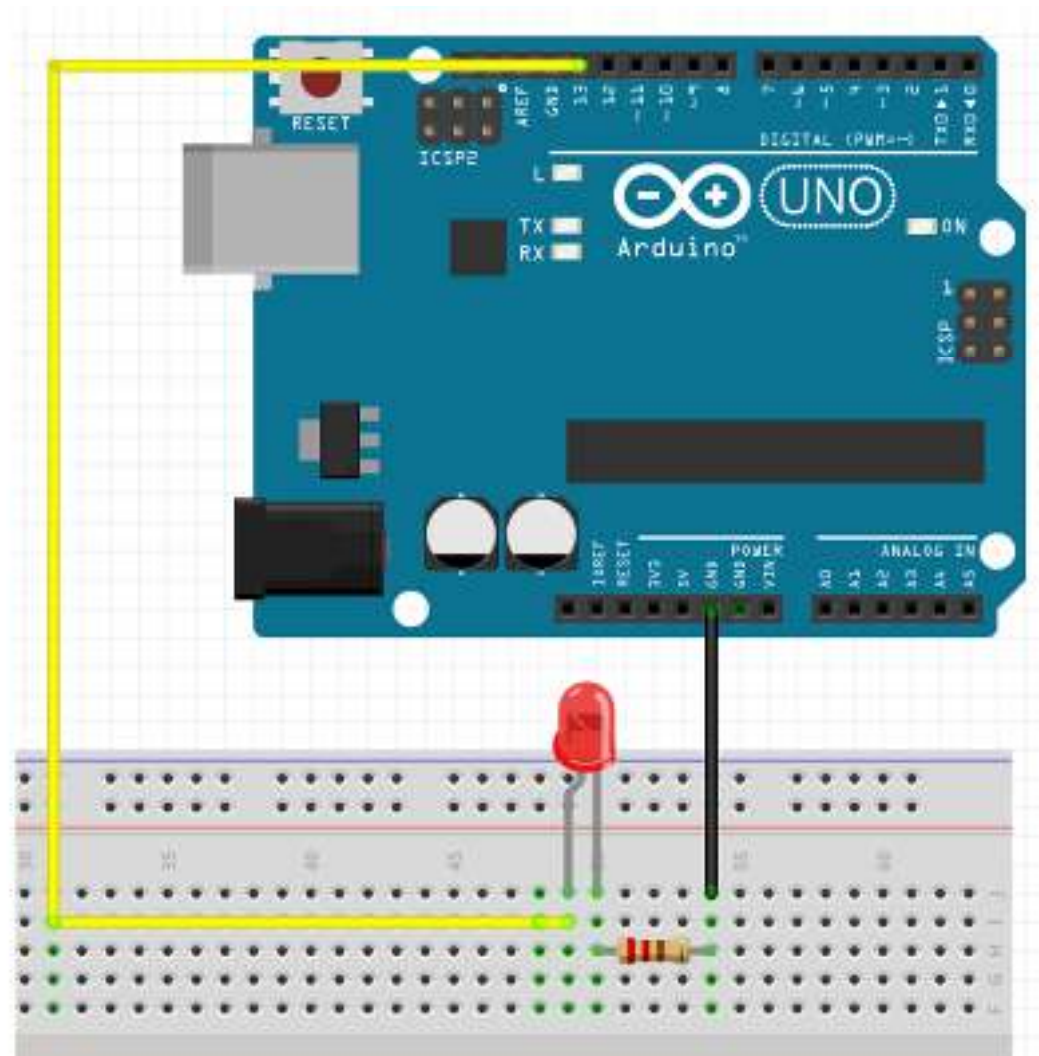
The other leg of the resistor will be connected to ground to complete the circuit.

Note: These components are all in series (one after the other, like beads on a string).

# Design it!









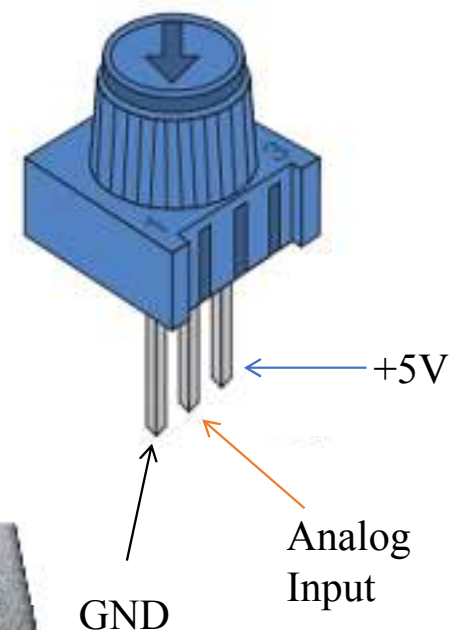
# Create the Sketch

```
/*  
  Blink  
  Turns on an LED for one second then off for one second, repeatedly.  
  */  
void setup() {  
  pinMode(13, OUTPUT);  
}  
void loop() {  
  digitalWrite(13, HIGH);  
  delay(1000);  
  digitalWrite(13, LOW);  
  delay(1000);  
}
```

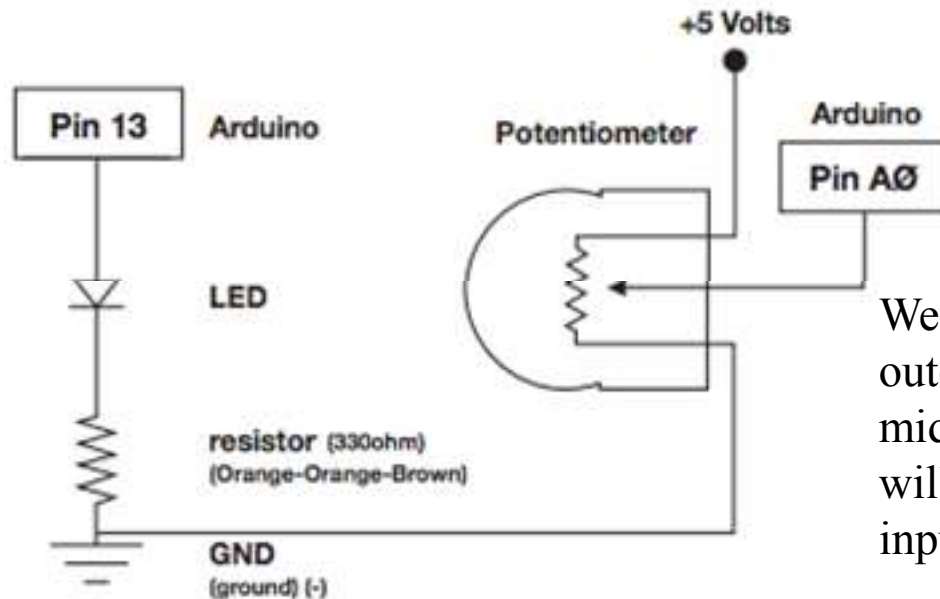
# Circuit #2: Potentiometer

How to read analog input from the physical world using a potentiometer (“pot” for short) and control the blink rate of an LED. We’ll also learn how to use the serial monitor to watch how the voltage changes.

When it’s connected with 5V across its two outer pins, the middle pin outputs a voltage between 0 and 5V, depending on the position of the knob. In this way, it can be used as a “voltage divider”.



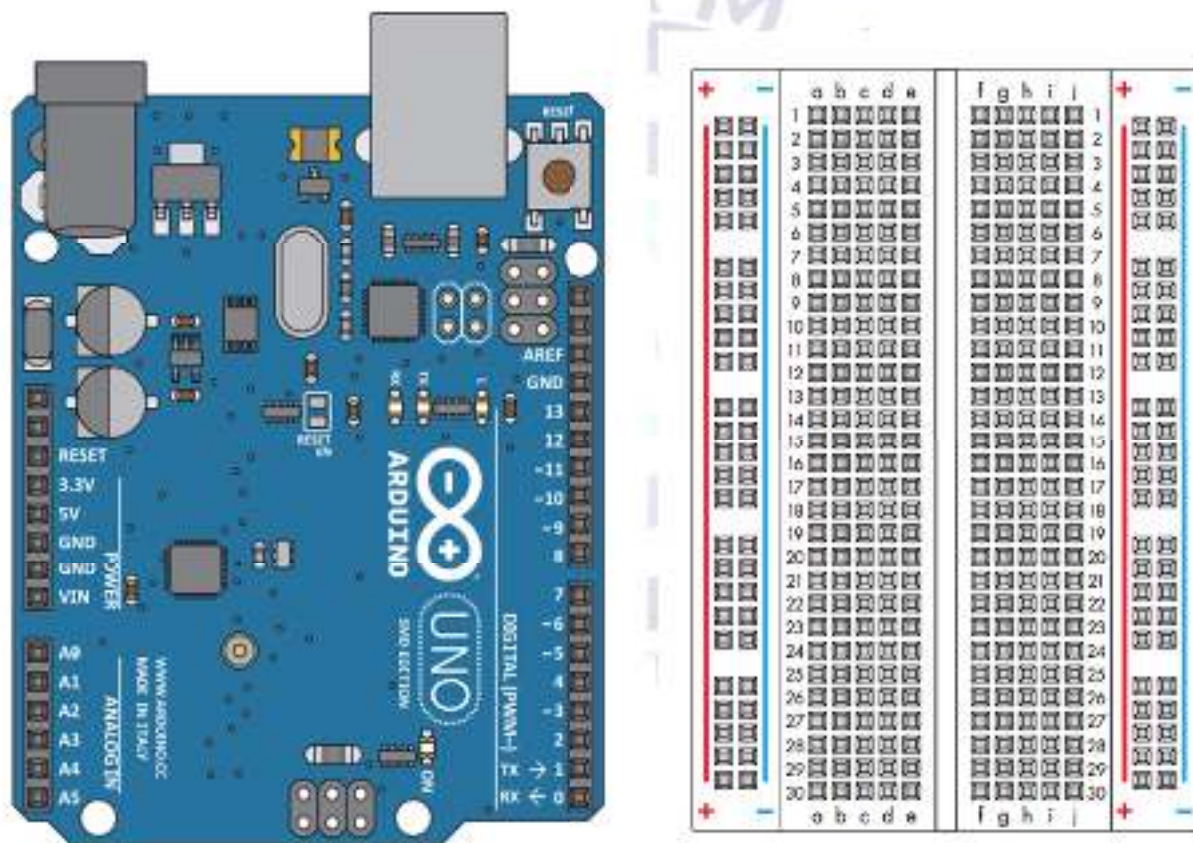
# Circuit Schematic



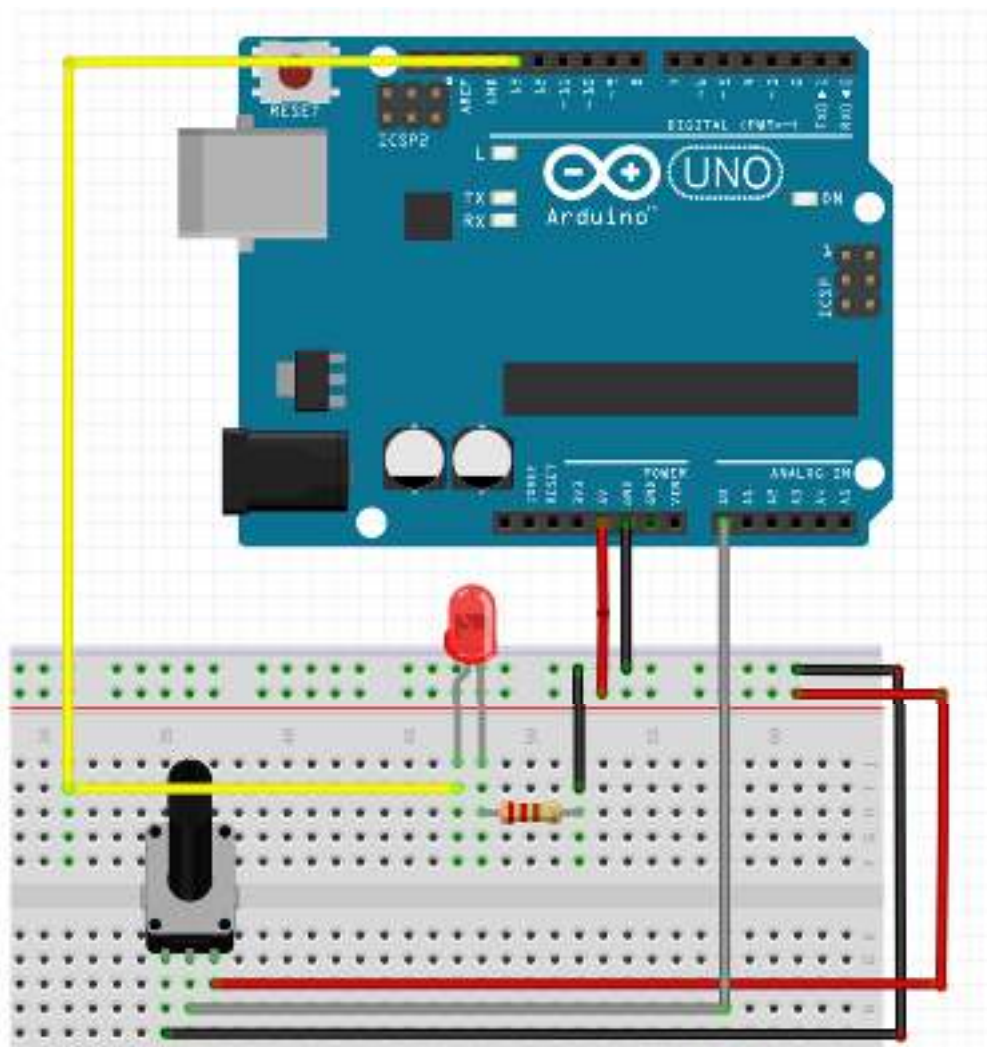
We're adding a potentiometer to control the blink rate of the LED.

We're running 5V across the outer pins of the pot. The middle pin of the potentiometer will be connected to analog input pin 0.

# Design it!









# Create the Sketch

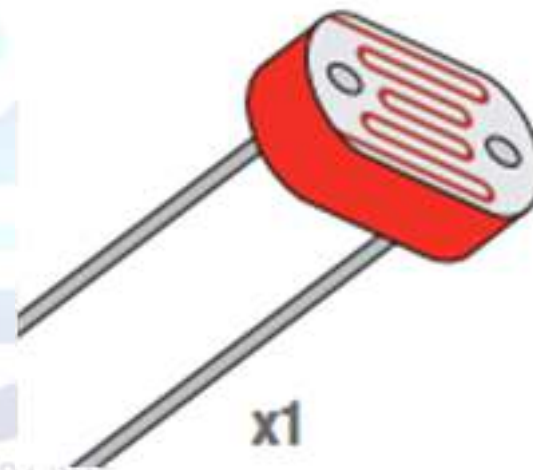
```
int sensorPin =0;
int ledPin =13;
void setup() {
  Serial.begin(9600);
  pinMode(ledPin, OUTPUT);
}
void loop() {
  int sensorValue;
  sensorValue = analogRead(sensorPin);
  digitalWrite(ledPin, HIGH);
  delay(sensorValue);
  digitalWrite(ledPin, LOW);
  delay(sensorValue);
  Serial.println(sensorValue);
}
```

# Circuit #3

## Photo Resistor (Light Sensor)

- Photoresistors change resistance based on how much light the sensor receives.
- Use our photo resistor in a “voltage divider” configuration. Output:
  - High voltage = lot of light
  - Low voltage = little light
- Brighten and dim an LED based on the light level picked up by the photo resistor.

**Photo Resistor**

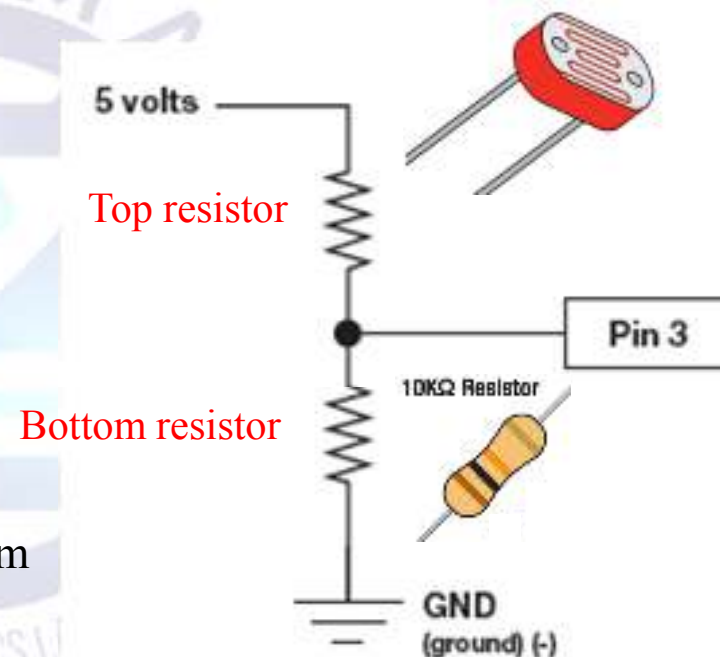


# Resistive Sensors & Voltage Dividers

Resistor in disguise!

- Arduino measures voltage, not resistance. Need a voltage divider:
- Consists of two resistors.
- The “top” resistor is the sensor.
- The “bottom” resistor is a normal, fixed resistor (usually 10 K $\Omega$ ).

When top resistor is connected to 5V and the bottom resistor to ground, the middle will output a voltage proportional to the values of the two resistors.



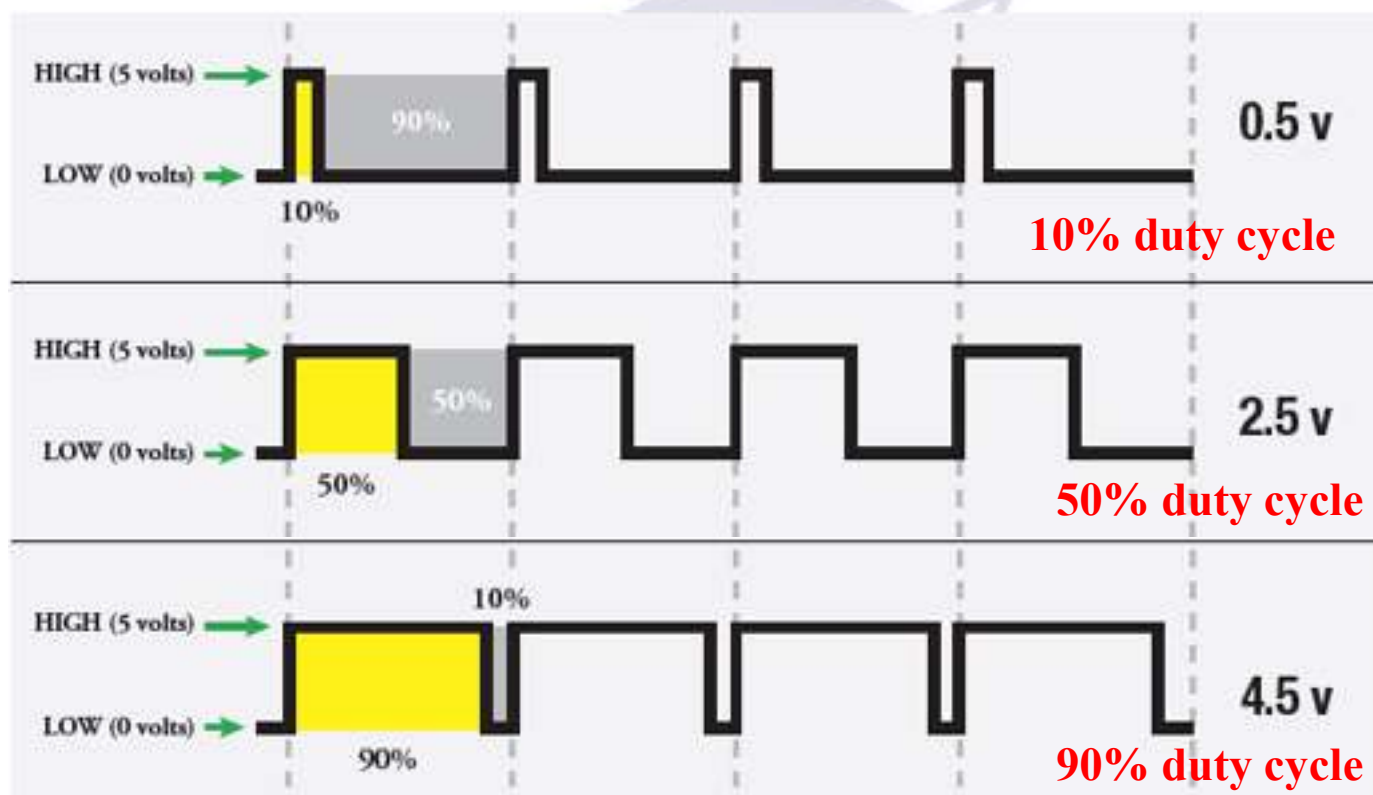


# Pulse Width Modulation (PWM)

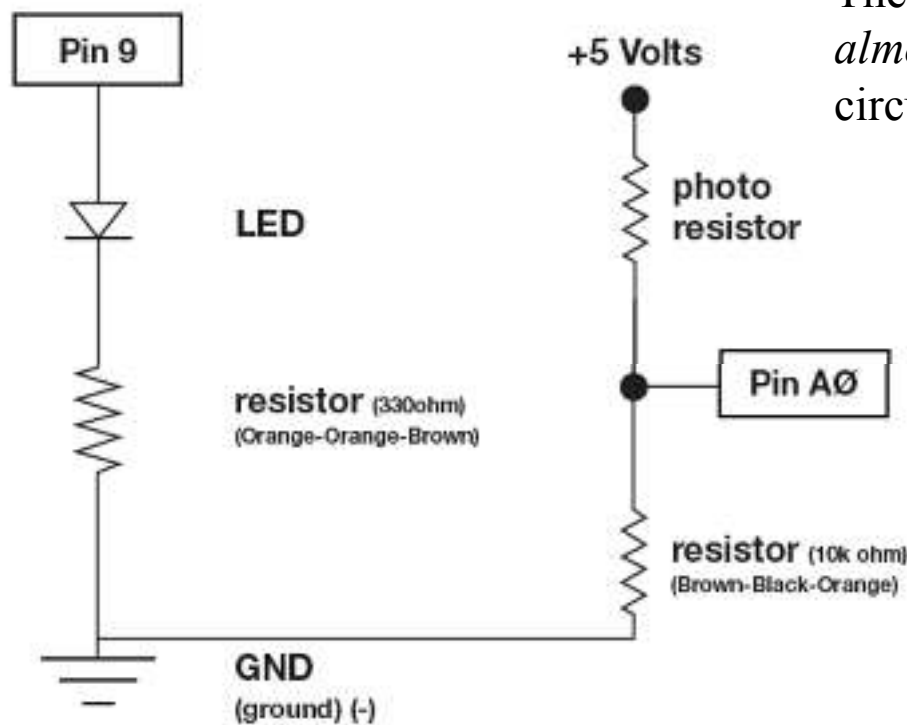
- Arduino is so fast it can blink a pin on and off 1,000 times per second.
- PWM pins also vary amount of time blinking pin spends on HIGH vs. LOW.
- Use function: `analogWrite(pin, value)`
- Choose a pin marked by a ~
- Value is the duty cycle
  - 0 = always OFF
  - 255 = always ON
  - 127 = on HALF the time  
(50% duty cycle)



# Pulse Width Modulation (PWM)

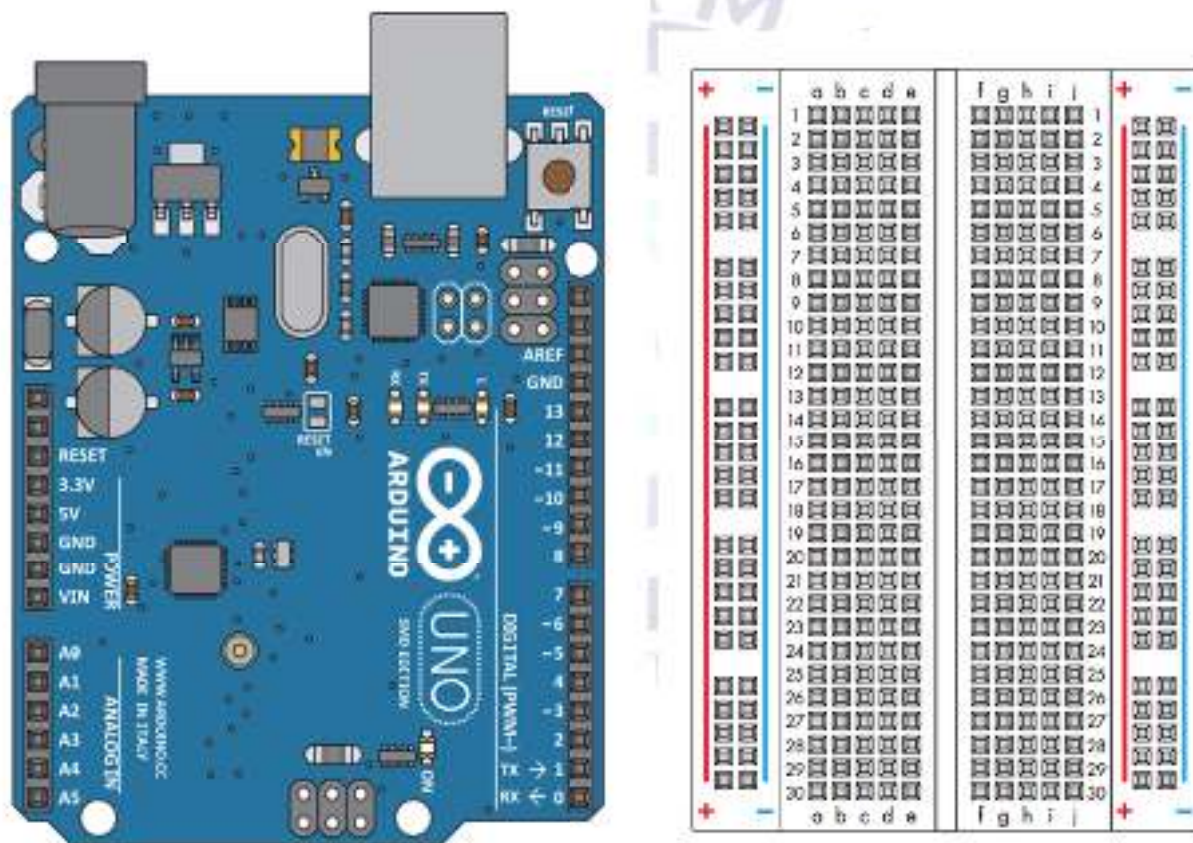


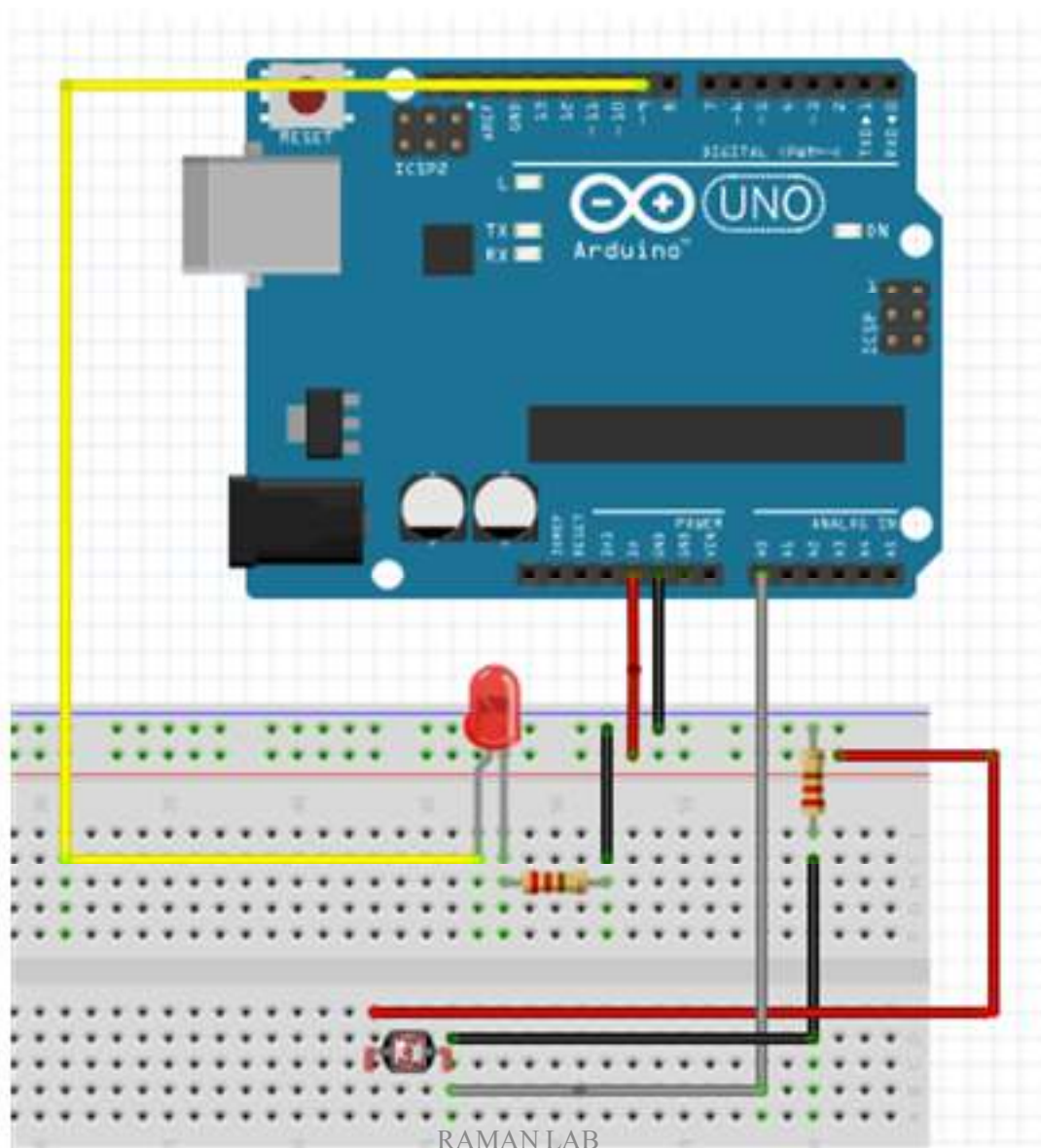
# Circuit Schematic



The left side of the schematic is *almost* the same as the previous circuits. What's changed?

# Design it!





RAMAN LAB



# Create the Sketch

```
const int sensorPin=0;
const int ledPin=9;
int lightLevel, high=0, low=1023;
void setup() {
  pinMode(ledPin, OUTPUT);
  Serial.begin(9600);
}
void loop() {
  lightLevel = analogRead(sensorPin);
  autoTune();
  analogWrite(ledPin, lightLevel);
  Serial.println(lightLevel);
}
```



# Create the Sketch

```
void autoTune()
{
  if(lightLevel<low)
  {
    low=lightLevel;
  }
  if(lightLevel>high)
  {
    high=lightLevel;
  }
  lightLevel=map(lightLevel, low+30, high-30, 0, 255);
  lightLevel=constrain(lightLevel, 0, 255);
}
```

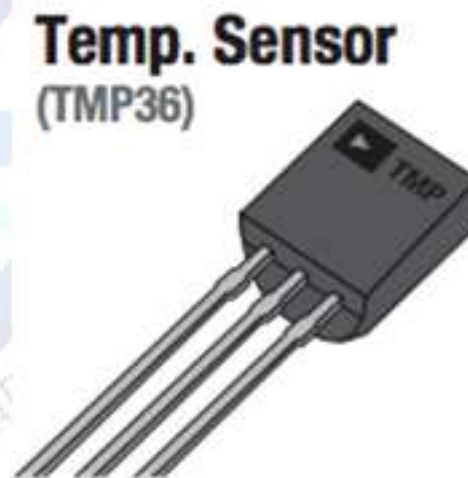




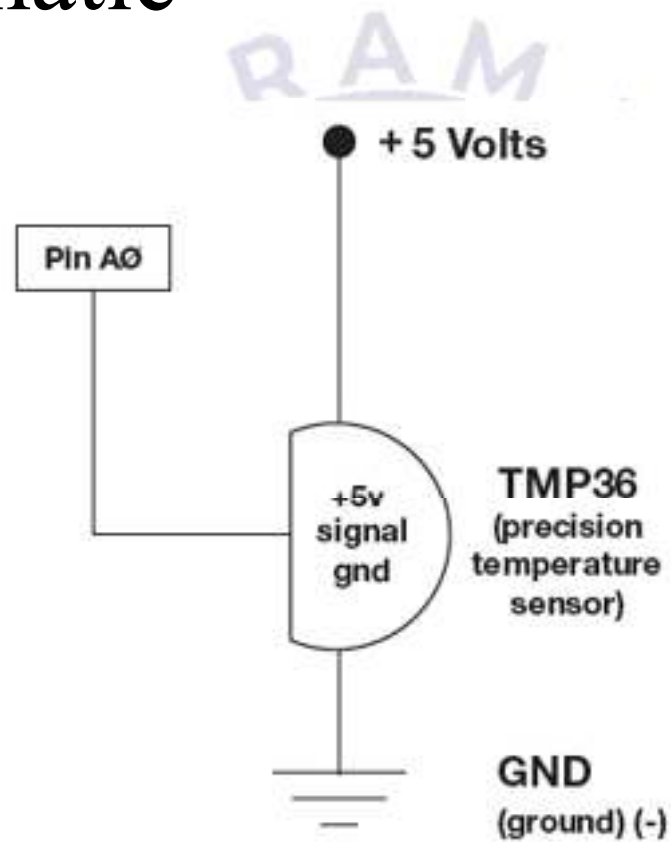


# Circuit #4: Temperature Sensor

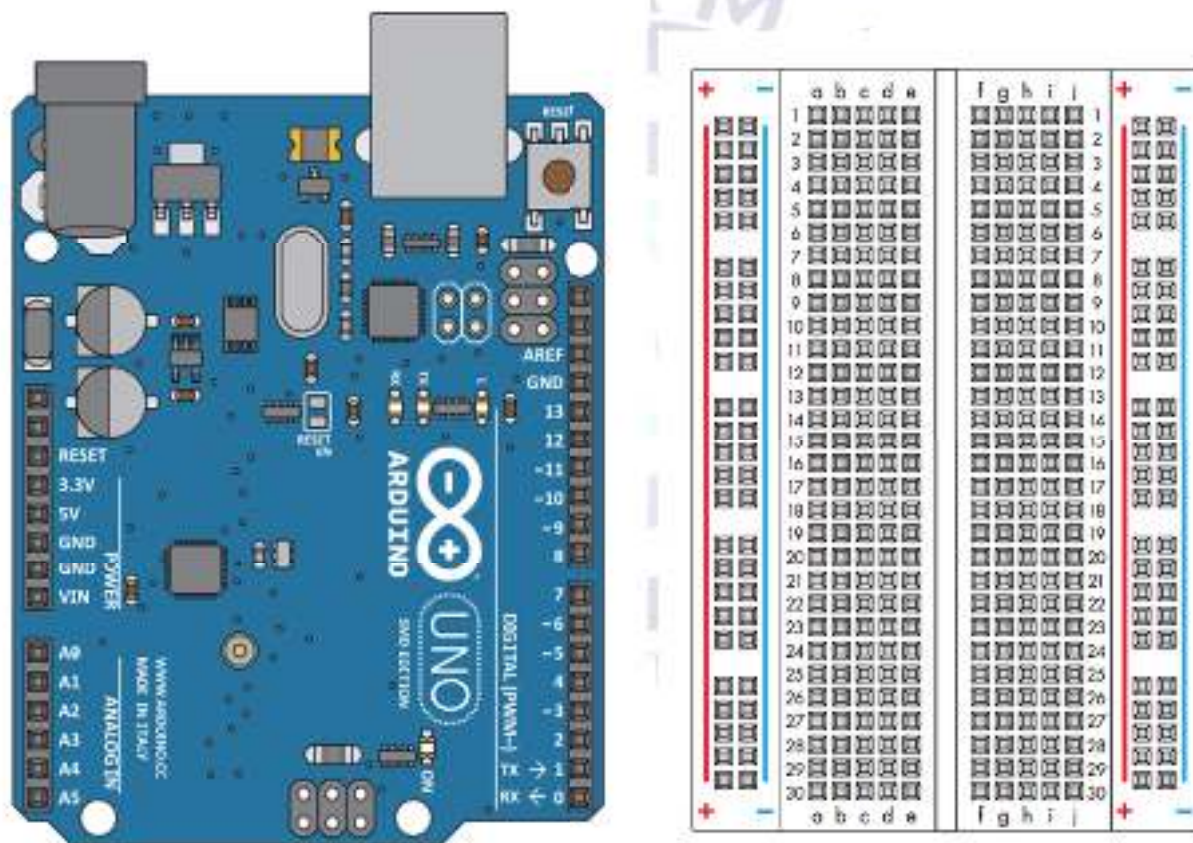
- Temperature sensors are used to measure ambient temperature.
- Sensor we're using has three pins – positive, ground, and a signal. For every centigrade degree it reads, it outputs 10 millivolts.
- We'll integrate the temperature sensor with Arduino and use the serial monitor to display the temperature.

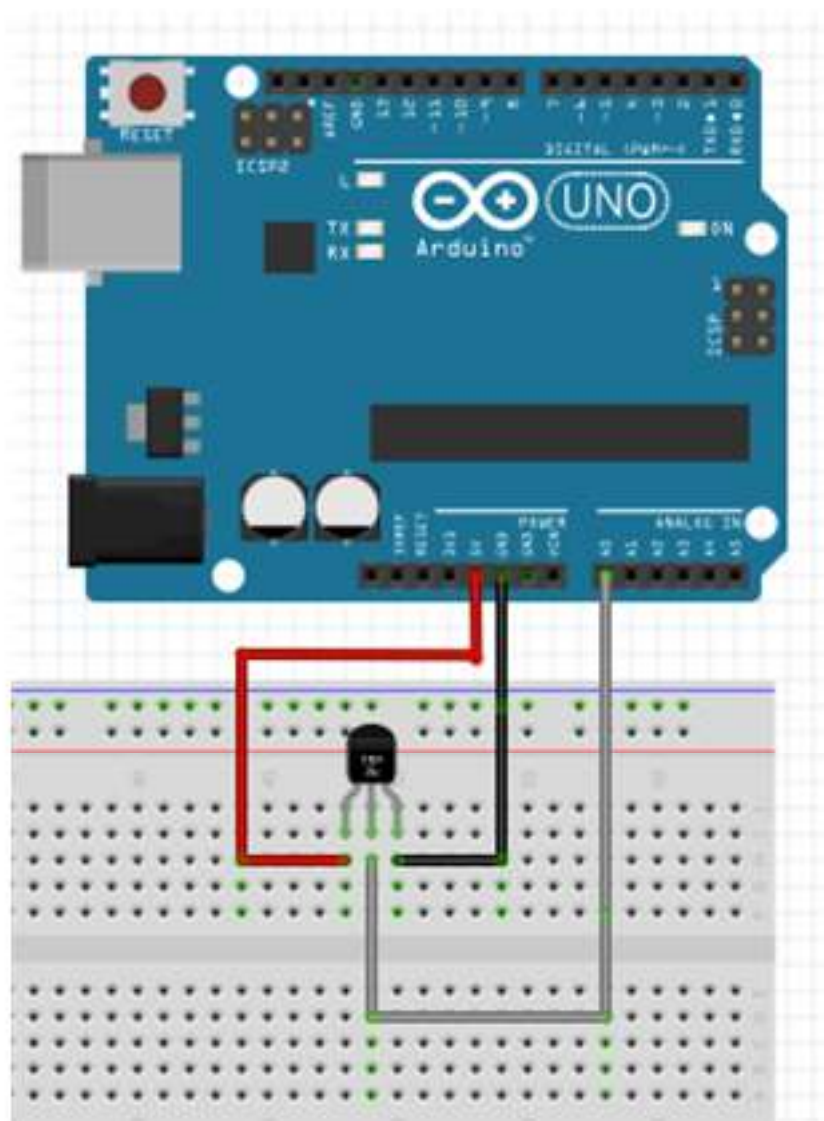


# Circuit Schematic



# Design it!





RAMAN LAB



# Create the Sketch

```
const int temperaturePin = 0;

void setup() {
  Serial.begin(9600);
}

void loop() {
  float voltage, degreesC, degreesF;
  voltage = getVoltage(temperaturePin);
  degreesC = (voltage - 0.5) * 100.0;
  degreesF = degreesC * (9.0/5.0) + 32.0;
  Serial.print("voltage: ");
  Serial.print(voltage);
  Serial.print(" deg C: ");
  Serial.print(degreesC);
  Serial.print(" deg F: ");
  Serial.println(degreesF);
  delay(1000);}

float getVoltage(int pin)
{
  return(analogRead(pin) *
0.004882814);
}
```



# THANK YOU!

